BIG BROTHER NO. 17

8 OCT. 66

THE BEST FROM NORB'S NOTES

To CHARLES REINSEL -
Regards
DICK CALKINS
1-24-61
BUCK ROGERS

1965 ANNUAL (NO. 74)


JOHN
CELARDO

[illegible]

FINAL [illegible]

ENGLAND---Fleet-Edinburgh stands.
FRANCE----Army-Yorkshire holds.
Brannan Fleet-North Sea to Helgoland Bight
         Fleet-English Channel to North Sea
         Fleet-Norwegian Sea S F English Channel to North Sea
         Army-Ruhr to Kiel
         Army-Holland S A Ruhr to Kiel
         Army-Burgundy to Munich
         Army-Belgium to Ruhr
         Army-Piedmont to Tyrolia
GERMANY---Fleet-Denmark S A Kiel
Koning   Fleet-Norway to North Sea
         Army-St.Petersburg to Norway
         Army-Finland to Sweden
         Army-Kiel S A Berlin to Munich
         Army-Berlin to Munich
         Army-Silesia S A Berlin to Munich
         Army-Munich to Bohemia
ITALY-----Army-Albania to Serbia
McCallum Army-Budapest S A Albania to Serbia
         Fleet-Greece to Bulgaria (SC)
         Fleet-Ionian Sea to Greece
         Fleet-Tunis to Ionian Sea
         Fleet-Adriatic Sea to Venice
         Army-Trieste S A Albania to Serbia
TURKEY----Army-Bulgaria S A Serbia
Wells   Army-Rumania S A Serbia
         Fleet-Aegean Sea to Greece
         Army-Serbia S F Aegean to Greece (A-Serbia is Poor!)
         Fleet-Constantinople to Aegean Sea
         Fleet-Eastern Mediterranean S F Constantinople to Aegean
         Fleet-Sevastopl stands. (Not Ordered)

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Supply Centers Controlled By:
England-Mil (1) Constant
France-Bre,Par,Mar,Bel,Port,Spa,Liv,Lon,Hol (9) Constant
Germany-Ber,Kie,Mun,Swe,War,Mos,St.P.,Den,Nor (9) Build One
Italy-Ven,Rom,Nap,Tun,Vie,Tri,Bud,Serb,Gre (9) Build Two
Turkey-Smy,Ank,Const,Bul,Rev,Rum (6) Constant

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Winter 1906-Builds:
Germany-Build Fleet Berlin
Italy-Builds Army Naples and Army Rome.

****

Spring 1907 Moves due in my hands by 3 PM, Sat., 22 October 1966:

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Subscription: Ten Issues of Big Brother for just one Buck! HURRY!
Big Brother Game #3: Now Forming! Fee is set at $4.00 if this is your first game in B.B. Current Players need play at only $2.00.

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BIG BROTHER is published & edited by that "All American Boy"
Charles W. Reinsel, 120 8th. Ave., Clarion, Pennsylvania-16214.

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BIG BROTHER IS WATCHING YOU

BIG BROTHER GAME #2: FALL 1902: 8 Oct. 1966

RUSSIA & ITALY AWAKEN TO DANGER!

AUSTRIA----Army-Rumania to Ukrainia
Zelazny Army-Budapest to Rumania
Army-Galicia to Warsaw
Fleet-Albania to Greece
ENGLAND----Fleet-English Channel to Belgium
MacKenzie Fleet-North Sea S F Eng.Chan. to Belgium
Army [illegible]-Denmark to Kiel
Fleet-Norway to Sweden (Must Retreat)
FRANCE-----Fleet-Mid-Atlantic Ocean to Brest
Birsan Army-Burgundy to Munich
Army-Silesia S A Berlin to Munich (Why?) Se more careful!
Army-Picardy S Eng. F Eng.Ch. to Belgium
Army-Paris to Burgundy
Army-Marseilles S A Paris to Burgundy
GERMANY----Army-Belgium to Burgundy (Must Retreat)
vonMetzke Fleet-Holland to Belgium
Army-Munich S A Belgium to Burgundy
Army-Kiel to Berlin
ITALY-------Fleet-Tunis to Ionian Sea
Gemignani Army-Naples to Tuscany (How?)
Army-Venice to Tyrolia
Army-Rome to Venice
RUSSIA------Army-Warsaw to Galicia
Alexander Army-Ukraine S A Warsaw to Galicia (Ret!)
Army-St.Peto. S F Sweden to Norway
Fleet-[illegible] Sweden to Norway
TURKEY-----Army-Sevastopol S Aust. A Rum. to Ukr.
Nygert Army-Armenia to Gronks (Fool!)
Fleet-Black Sea S Aust. A Bud. to Rum.
Fleet-Bulgaria(SC) to Berks (Nuts?)

Supply Centers Controlled By:
England:Liv,Lon,Edi,Kie,Bel (5) Build One
France:Bre,Par,Mar,Spa,Por (5) Remove One
Germany:Ber,Hol,Mun (3) Remove One
Italy:Ven,Rom,Nap,Tun (4) Constant
Austria:Vie,Tri,Bud,Serb,Gre,Rum (6) Build Two
Russia:Swe,St.P,War,[illegible]Nor,Mos (5)Could Build One
Turkey:Ank,Const,Smy,Bul,Sev (5) Build One
Neutral:Denmark (1)

German Army Belgium retreat to Ruhr WINTER
Russian Army Ukraina retreat to Moscow 1902:
English Fleet Norway must send retreat!
Retreat & Builds Due Saturday,22 October 1966,3pm.

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Memo to Italy & Russia; Airmail & Special Delivery
Letters that arrive a day or two late are wasted!
Sending Special Delivery"Postage Due"is not fast!

Rules to be followed by the Gamemaster in Big Brother: (Cont.)

12. A. Moves will be accepted by mail, telephone, pony express, telegraph, & etc. but any errors in communication will have to stand.
    B. All players are expected to furnish the Gamesmaster with his or her correct telephone number.
    C. You may change your move, if you desire, by any method in 12-A above - limited only by deadline date time of 3:00 PM E.S.T. and the case of 12-D below.
    D. Anytime I have moves from all of the players involved in a game, I reserve the right to compile or publish moves at that time to speed up the game. Once those moves are typed on masters, ready, to run off for Big Brother then any other changes in moves are too late.
13. First player to get control of 18 supply centers OR a majority of the pieces on the board, at any time, wins game.
14. If, on any move, no orders are received from a player, all his forces will be considered as standing. Any such unordered force which is dislodged, will be annihilated. An unordered retreating force will be removed.
15. If any player misses a total of any three moves the civil government in his country has collapsed. His units stand in position and defend themselves, but do not support each other.
16. Any player may, if he wishes, support standing units in the cases of 14. or 15. above.
17. Calhamer's "Coastal Crawl" is legal in Big Brother. Example; F-Portugal to Spain (SC) & F-Spain (NC) to Portugal.
18. In Big Brother we agree that; A means Army, F means Fleet, S means supports, & C means convoys as in rule book.
19. A country may NOT support another country's attack on its own units. (This is meant to read two different ways!)
20. A fleet in a split province may support only the spaces to which it can legally move.
21. When a doubly attacked force is in the space of a conflict which results in a stand-off, the attacked force lives and controls the remains of the war torn province or body of water mixed with the blood of those who did not survive the holocaust.
22. Please do Not call the gamesmaster collect and from now on this gamesmaster may refuse moves that come "postage due!"
23. This gamesmaster believes in "Fair Play" and ethics.
    We will NOT: Accept moves after deadlines.
    We will NOT: Make moves for players who forget.
    We will NOT: Ask others to move for those lazy players.
    We will NOT: Help one player with information about another.